

U.S. Pat. App. No.: 10/146,705
Atty. Docket No.: 003797.00250

This listing of claims will replace all prior versions, and listings, of claims in the application.

IN THE CLAIMS:

1. (Amended) A method of selecting an object graphically represented to a user, comprising:

graphically rendering one or more objects on a display;

receiving input data from a user defining a non-linear selection line having a starting point and an end point;

forming a connection line connecting the starting point and the end point to thereby form a lasso enclosure; and

selecting each object substantially encompassed by the lasso enclosure.
2. (Original) The method of selecting an object recited in claim 1, further comprising:

selecting only objects that are 80% or more encompassed by the lasso enclosure.
3. (Original) The method of selecting an object recited in claim 1, further comprising:

selecting only objects that are 60% or more encompassed by the lasso enclosure.
4. (Original) The method of selecting an object recited in claim 1, further comprising:

selecting only image objects that are 80% or more encompassed by the lasso enclosure;

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selecting only electronic ink objects that are 60% or more encompassed by the lasso enclosure; and

selecting only text box objects that are 80% or more encompassed by the lasso enclosure.

5. (Original) The method of selecting an object recited in claim 1, wherein selecting each object includes identifying a number of pixels representing the object that are enclosed by the lassos enclosure.

6. (Original) The method of selecting an object recited in claim 1, wherein selecting each object includes identifying a number of data points forming the object that are enclosed by the lasso enclosure.

7. (Original) The method of selecting an object recited in claim 1, wherein the data points forming the object correspond to contact points of a stylus against a digitizer.

8. (Amended) The method of selecting an object recited in claim 1, further comprising:

displaying both the non-linear selection line and the selection-connection line to the user.

9. (Original) The method of selecting an object recited in claim 1, further comprising:
receiving second input from the user defining a new end point of the non-linear selection line;
forming a second connection line between the starting point and the new end point of the non-linear selection line to thereby form a second lasso enclosure;

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deselecting each object selected with the first lasso enclosure; and

selecting each object substantially encompassed by the second lasso enclosure.

10. (Original) The method of selecting an object recited in claim 9, further comprising:

selecting only image objects that are 80% or more encompassed by the second lasso enclosure;

selecting only electronic ink objects that are 60% or more encompassed by the second lasso enclosure; and

selecting only text box objects that are 80% or more encompassed by the lasso enclosure.

11. (Original) The method of selecting an object recited in claim 1, further comprising:

changing the appearance of each selected object.

12. (Original) The method of selecting an object graphically recited in claim 1, wherein selecting each object substantially encompassed by the lasso enclosure includes:

defining a boundary for the lasso enclosure; and

for each object

defining a boundary box for the object, and

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determining if the boundary box for the object intersects or is encompassed by the boundary of the lasso enclosure, and

if the object has a boundary box that intersects or is encompassed by the boundary of the lasso enclosure, determining what portion of the object is encompassed by the lasso enclosure.

13. (Original) The method of selecting an object recited in claim 12, wherein selecting each object substantially encompassed by the lasso enclosure further includes:

defining a boundary box for the lasso enclosure; and

using the boundary box defined for the lasso enclosure as the boundary of the lasso enclosure.

14. (Original) The method of selecting an object recited in claim 11, wherein selecting each object substantially encompassed by the lasso enclosure further includes:

determining a perimeter of the lasso enclosure; and

using the determined perimeter of the lasso enclosure as the boundary of the lasso enclosure.

15. (Canceled).

16. (Canceled).

17. (Canceled).

18. (Canceled).

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19. (Canceled).

20. (Canceled).

21. (Canceled).

22. (Canceled).

23. (Canceled).

24. (Canceled).

25. (Canceled).

26. (Amended) ~~The A~~ method of selecting an object recited in claim 23, further comprising:

graphically rendering one or more objects on a display;

forming a selection enclosure;

selecting ~~only each image object~~ objects ~~that is~~ are 80% or more encompassed by the selection enclosure;

selecting ~~only each electronic ink object~~ objects ~~that are is~~ 60% or more encompassed by the selection enclosure; and

selecting ~~only each text box object~~ objects ~~that are is~~ 80% or more encompassed by the selection enclosure.

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27. (Canceled).

28. (Canceled).

29. (Canceled).

30. (Canceled).

31. (Canceled).

32. (Canceled).

33. (Canceled).